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\$2.00

# JACG NEWSLETTER

## JACG

THE JERSEY ATARI COMPUTER GROUP

VOLUME 7 NUMBER 12

BBS : 201-298-0161

FEBRUARY 1988

### FROM THE EDITOR'S DESK

#### THIS NEWSLETTER

This NEWSLETTER is produced on-time, every month, for all members of the JACG, and for anyone else who, as a non-member, would like to purchase it. It is also provided, on an exchange basis, to many other ATARI user groups in the U.S., and in other countries. The content of the NEWSLETTER comes from the generosity of the JACG membership in the form of submitted articles and letters; and in rare instances the NEWSLETTER may contain a noteworthy article from another newsletter; but basically...it is THE JACG NEWSLETTER. It is NOT ANTIC, ANALOG, COMPUTE, ATARI EXPLORER, or CURRENT NOTES (yes, CURRENT NOTES is now a magazine running about \$6,000 of expense per month). Our NEWSLETTER is not type-set, it is printed by a professional printer in Morristown NJ, from copy produced primarily by ATARI computers (after all, we are an ATARI user group).

Your current editor (me, Dave Noyes) has a full-time (plus!) job, and a family...but I have ALWAYS found the time to do MY best for the JACG NEWSLETTER. I am not a graphics artist, I am not a printer, nor have I ever taken any courses or instruction in those areas. I am willing to experiment, and I am ever willing to listen to suggestions, critiques and constructive comments regarding the NEWSLETTER. I will not, however, accept personal attacks, diatribe, invective, destructive criticism, and immature rantings from a few malcontents. I won't even dignify such with the light of the printed word. 99 and 44/100% of the JACG membership are, of course, excluded from that category.

I have had the feeling that the membership is generally pleased with the NEWSLETTER and its contents. The uncompensated NEWSLETTER editorial staff of one is available to continue, with your continued input and submissions, its efforts in the production of what, among the more than 100 ATARI user group newsletters that it sees each month, appears to be a NEWSLETTER in the top 10% (quality and content-wise). Thank you for your support!!!

### IN THIS ISSUE...

ST Tips - T. Shoosmith.....	3
President's Report - D. Van Hook.....	3
Guild of Thieves - N. Van Oost, Jr....	4
Treasurer's Report - J. Rutt.....	4
PDG - D. Van Hook.....	5
Letter to Editor - J. Hicswa.....	5
ST Disk Library - JACG.....	6
Forecasting Program - E. Jacoves.....	8
From the Desktop - L. Peckham.....	13
From Jay's Perch - J. Abrams.....	15
Amiga World? - P. Machiaverna.....	16
Newsletter Notebook - J. Hicswa.....	16
Letter to Editor - G. Schultz.....	17
For Sale.....	18
Oh! Pascal! - P. Machiaverna.....	19
Noise from Noyes - D. Noyes.....	19
Guest Editorial -J.Nagy/ -Michigan. ....	20
AC Controller - R. Knoblauch.....	21

### CALENDAR OF EVENTS

March 12, 1988	JACG Monthly Meeting
April 1, 1988	Exec Board Meeting
April 9, 1988	JACG Monthly Meeting
April 10, 1988	Computer Show

EFFECTIVE 12/23/87

# ATARI®

# ST

# Computer System

68000 MICROPROCESSOR - 8 MHZ CLOCK - RS232 SERIAL PORT - PARALLEL PORT  
HARD DISK DRIVE PORT - CARTRIDGE PORT - SECOND FLOPPY DRIVE PORT - 192K ROM  
MIDI INTERFACE - TOS OPERATING SYSTEM - GEM DESKTOP - 512 COLORS  
MONOCHROME 640 X 400 RESOLUTION - COLOR 640 X 200 RESOLUTION

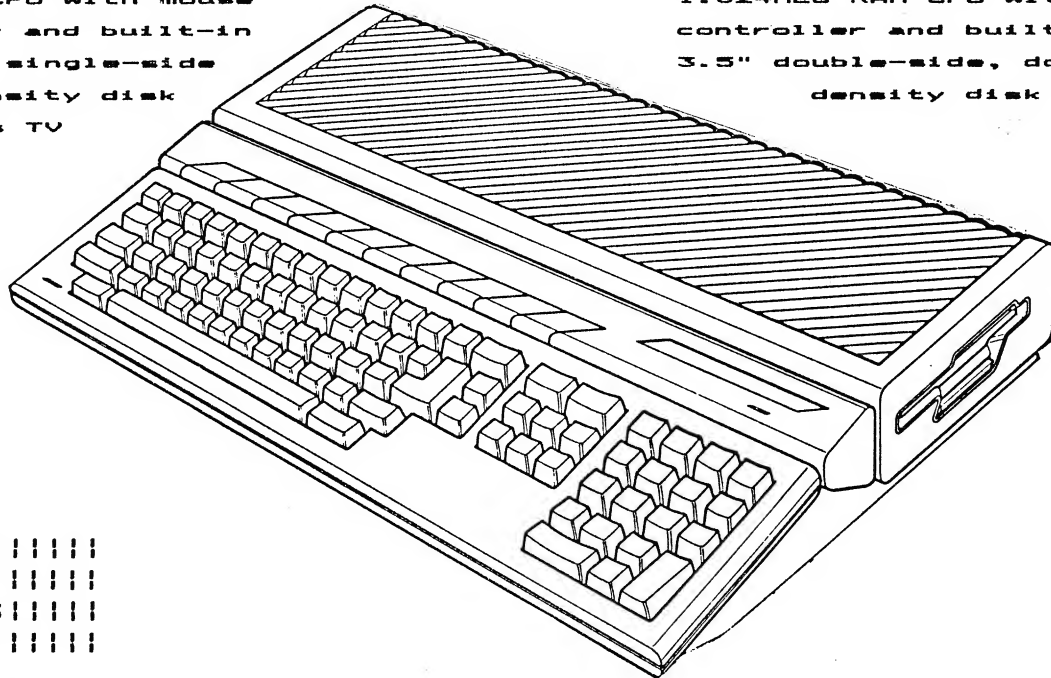
90-day Warranty - Over-the-Counter Exchange

**520ST<sup>FM</sup>.....\$ 549.95**

512K RAM CPU with mouse  
controller and built-in  
360K-3.5" single-side  
double-density disk  
drive plus TV  
output

**1040ST<sup>F</sup>.....\$ 709.95**

1.024MEG RAM CPU with mouse  
controller and built-in 720K  
3.5" double-side, double-  
density disk drive



|||||  
**MONO** |||||  
**SYSTEMS** |||||  
|||||

**520ST<sup>FM</sup> CPU with .....\$ 699.95**  
ATARI SM124 Hi-Res B&W Monitor

|||||  
**COLOR** |||||  
**SYSTEMS** |||||  
|||||

**520ST<sup>FM</sup> CPU with .....\$ 789.95**  
MAGNAVOX CM8505 Med-Res RGB Color  
Monitor

**520ST<sup>FM</sup> CPU with .....\$ 889.95**  
ATARI SC1224 Med-Res RGB Color  
Monitor

**1040ST<sup>F</sup> CPU with.....\$ 859.95**  
ATARI SM124 Hi-Res B&W Monitor

**1040ST<sup>F</sup> CPU with.....\$ 949.95**  
MAGNAVOX CM8505 Med-Res RGB Color  
Monitor

**1040ST<sup>F</sup> CPU with.....\$1049.95**  
ATARI SC1224 Med-Res RGB Color  
Monitor

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|||||  
**GEMINI ENTERPRISES**  
86 Ridgedale Avenue  
Cedar Knolls, NJ 07927

(201) 267-0988

## ST-Tips

Tom Shoosmith - JAC6

In the process of experimenting and reading just about every ST publication there is around, I've found out many tips - some documented, some not. It seems now is a good time to pass them on. Many of you may know some or all of these, some may not.

The escape key has a few very handy functions other than the obvious. When you remove a disk from the drive and replace it with another, the GEM desktop still shows the current directory of the old disk. I'm sure many people close the window and reopen to reveal the directory of the new disk. Not necessary - just press the <ESC> key and GEM will update the window with the directory of the current disk. For those with hard drives and/or multiple windows open, this function will update the current active window. If a window is open but not the active window, just click on the selected window and then <ESC>. The <ESC> key also serves another useful purpose. It can be used to erase text fields in the GEM dialog windows.

For this next ST-Tip you must have an Epson compatible printer. If you ever need a copy of the current screen on the ST monitor, press the <alternate> and <help> key at the same time and you will get a snapshot of the screen. For those of you familiar with MS-DOS, this produces the same results as <upper case> <prt scr> combination. Make sure your printer can handle it or your printer will go to sleep for a few minutes. If the image doesn't fit on the printed page, use your desk accessory, printer config, and chose 960 for the pixels/line. Save it to desktop to make it permanent.

Here is one of my favorites - have you ever tried to drag the floppy disk icon to your hard drive or ramdisk, or drag a ramdisk to a floppy disk or hard drive? If you have, you may have got the alert box that tells you the formats are incompatible and the copy can't be done. Well, it can be done! Just open a window for the disk you are copying to, and then drag the icon of the disk to be copied to the open window, and voila, the copy is done! This also holds true if you are copying a disk to a directory (folder) in an open window.

As you realize when several windows are open, only one window is the active window. To copy a file from an inactive window without making it active, point to the

file and hold down the right mouse button. Then press and hold the left mouse button as usual. You can drag the file from the inactive window to another window, a folder or an icon.

To copy several files that aren't together in the directory, hold down the <shift> key while you select each file with the left mouse button. Then drag all the selected files to the destination disk or folder.

If you hold down the <shift> key and click on a file that is already selected, the file is deselected. This can come in handy when copying an entire disk except for a few files.

Finally here is an interesting little feature in the ST's character set. Run the following basic program, preferably in low resolution, and you will see what I mean:

```
10 CLEARW 2
20 print chr$(28);chr$(29)
30 PRINT CHR$(30);CHR$(31)
```

## THE PRESIDENT'S REPORT

Doug Van Hook - JAC6

Steve Godun, our 8-BIT Vice President, has resigned. When he resigned he put together a letter containing some bitter remarks. I'm sorry to lose Steve, but under the circumstances have no alternative but to hold elections immediately.

The job is not an easy one. It requires an article on the Disk of the Month, as well as the demonstration at the meeting. In addition, the 8-Bit Vice President brings the 8-Bit hardware to the meeting, and helps set it up. All board members attend board meetings and participate in the decision making process.

I mention these tasks, because I don't think these responsibilities have been described adequately in the past. No one should be overwhelmed after taking office. With the talent and enthusiasm in this group, I'm sure the right people will volunteer!

The rewards for doing this work are high. I have grown through my association with JAC6. I have also learned a lot about communication, group dynamics, and management. It's O.K. to use our group to gain self-confidence or improve your public speaking abilities. It's ok to enjoy all the library programs you review. You'll find as I have, that you get support from the entire board.

I'm inviting you to step forward. Those of you who can do the job shouldn't stand back and wait for someone else!

## The Guild of Thieves

Neil Van Oost - JACG

Following standard operating procedures, as befits a 'Master Frantic Fumbler', I broke the seal on the box, removed the two disks and placed everything else aside. Inserting the disk into my 810 drive and powering up the 800 resulted in rude noises from my protesting 810 and a scrolling "BOOT ERROR" on the TV.

After removing the disk and powering down everything, I grabbed for the box, to make sure that I didn't have a "Commie" program by mistake. Checking the seal on the box, and its very difficult to read, I found that "The Guild of Thieves" is for XL/XE machines and requires a 1050.

Having just been burned, I decided against powering up the 130 and 1050 right away. Yes, it was time to READ THE DIRECTIONS. They are contained on a folded card with a blue cover and the inscription "Magnetic Scrolls, Adventure Guide, Atari 800XL/130XE". A 1050 disk drive is necessary because the disks are in 1050 format (density and a half). The first heading to strike my eye was, "MAKING A BACKUP COPY". Yes this program comes to you in a totally unprotected format. It even has its own backup program on the disk(read the instructions). The only fault I could find with the guide was, when they say to format in double density, they really mean 1050 density.

Before I move on to some of the other documentation that came with the adventure, I want to mention the pull down graphics screen. If there was only one reason for my buying the program, it would be the pull down (using START and SELECT) graphics screen. The speed with which the screen moves up and down is simply amazing. How do they do that?

In the package you will find; a credit card from the Bank of Kerovia, an Indenture and Contract of Service certificate (suitable for framing), Atari Guide, 2 disks, and a copy of the "What Burglar". What ever you do, do not misplace your copy of "What Burglar", as it contains everything you will need to come out a winner. If you have trouble and get bogged down, turn to page 25, The Guild of Thieves Cheat-Sheets. Other items of interest you will want to read are; Exclusive interview with Guild Librarian Sigismond Thing, page 2; Guild of Thieves Apprentice Exam - how to take the test, and how to WIN!, page 24; and much more.

I haven't finished this adventure yet, and at that rate my father and I play (one hour each Sunday), we should be entertained until spring. I refuse to give you any hints or spoil your adventuring through it for

yourself. All I can say is try it, you'll like it. For information on this and other RAINBIRD/FIREBIRD programs write:

FIREBIRD LICENSEES INC.

BOX NO 49

RAMSEY, NJ 07446

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### JACG Treasurer's Report Year of 1987 Revised, Unaudited

J. Rutt - Treasurer - JACG

Balance as of 12/31/86      \$2034.92

#### Income

Membership Dues	\$6559.57
Newsletter Ads	1149.52
N/L Sales	8.00
Fund Raising Sales	71.00
Disk Library Sales	3500.25
Total Income	11288.34

#### Expenses

Newsletter Printing	\$5423.11
Mailing	1421.85
Disk Library	2034.39
Equipment Purchases	682.94
BBS Expenses	440.96
Phone Expenses	98.54
Stationery	448.39
Meeting Expense	296.07
Bank Charges	8.92
Misc Expenses	124.59
Total Expenses	10979.76

Balance on Hand 12/31/87      2343.50

Balance in National Community  
Bank 12/31/87      1977.08

Balance in Crestmore Federal  
Savings Bank 12/31/87      366.44

Cash on Hand 12/31/87      \$2343.50

Doug Van Hook - JACG

At the January meeting, I mentioned that Neil Van Dost had provided us with plenty of Disk Library material from GENIE. We also had a pinball game called "The Black Hole" from Pete Fazio of B.A.S.I.C.. By combining the two we came up with a disk we think is irresistible.

Remember Ball Blaster, the first really good pinball game for the Atari? Now we have two public domain programs, "The Black Hole", and "Top Gun", which are even more exciting! I can't believe the quality of the pinball action.

My interest in robotics, plus a little extra space on the flip side of the disk (Yes, of course we used both sides!) allowed me to include the song "Robot Man".

Then the real bonus for those picture loading, font flipping, graphics lovers... RAINBOW DOS! This program has some great features available without ever leaving DOS. I'll just include the DOS MENU in this article, and demonstrate these features at the February meeting.

A - DISK DIRECTORY	I - FORMAT DISK
B - RUN CARTRIDGE	J - LOAD KOALA FILE
C - READ TEXT FILE	K - LOOKS GOOD
D - DELETE FILE(S)	L - BINARY LOAD
E - RENAME FILE	M - DISPLAY CHAR SET
F - LOCK FILE	N - LOAD CHAR SET
G - UNLOCK FILE	O - LOAD MICRO PAINT
H - MAKE AUTO.SYS	? - HELP MENU

It will even create an AUTORUN.SYS file that will run ANY BASIC program when you boot the disk! After you load a character set (20 are included) you can view the characters immediately and toggle between ATASCII by hitting 'CTRL D' and the new character set by hitting 'CTRL D'.

Now that you're satisfied that you could get no more from a disk we'll include some documentation from the character set editor:

#### CHARACTER FONT - Character Set Editor

The screen is divided into 3 windows:

1. At the top is the Drawing/Edit Window. The small white marks at screen top show each character's boundary.

2. In the middle the Selecting Window displays the entire character set. Use Joystick #1 to move the cursor to any desired character; press FIRE to move the character into the Edit Window.

3. The bottom window displays your character in any chosen graphics mode. The pink line indicates the vertical position of the drawing cursor.

The quality of the editor is as good as the quality of RAINBOW DOS. If you don't buy this disk for the PINBALL alone... I'll be surprised. I can't wait to show you this disk at the meeting!

Disk #140D is \$3.00 at the meeting, and \$4.00 if you order by mail. To order by mail, send your check with a note including the disk number to:

BRET CALLEGARI  
306 DIVISION ST. FLOOR 2  
BOONTON, NJ 07005

#### Letter to the Editor

Re. JACG NEWSLETTER December, 1987: A Useful little BASIC program, pg.4, by: Eric Jacoves

As a novice ATARI user/programmer, I appreciated your article for two reasons:

- 1) I understood it.
- 2) Type was readable for my eyes.

Thank you.

I did not realize that the program was for the ST until reading the explanation about line 15

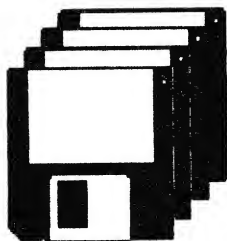
"? TO INCLUDE A ,(COMMA) USE "" AROUND THE INPUT STRING"

"The statement...is to alert you to a quirk in ST BASIC...". However, I had already put the program into my 1200XL 8-bit, and it worked! Thought you would like to know.

J. Hicswa - JACG

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HACKERS CONTEST

HACKERS CONTEST  
THE  
CLUE  
IS  
PENNSYLVANIA



## ST DISK LIBRARY

### GAMES GAMES GAMES

This month, Charlie Miller is adding three games disks to the Library, while on the serious side, Terminal Disk #1 will give ST users a low-cost start in telecommunicating.

### DISK OF THE MONTH -- #77

Disk #77 is Games Disk #6, one of three such disks being added this month. It contains the following:

**WHEEL OF FORTUNE** -- This is a new version of the game on Disk #46.

**WHEEL OF FORTUNE EDITOR** -- The editor will allow new puzzles to be added to the game.

**LABYRINTH** -- Remember the hand held games, where the object was to tilt the board about, to move a small ball about a maze? Well, if I understand Charlie right, this is a computerized version of that. (Tilting is presumably done other than by tilting the computer.)

### NEW DISKS

The other new disks are as follows:

**#78 Games Disk #7** -- For this one, check out Charlie's list at the meeting, or give him a call. What's on this one, will be listed next month.

**#79 EAMON** -- This disk includes the main files for the EAMON adventure game, as well as two scenario files.

**#80 TERMINAL DISK #1** -- This disk contains UNITERM, a terminal program with VT-100 emulation, most of the upload/download protocols, including KERMIT, and more. The version will be either 1.8 or 2.0 (2.0 docs aren't out yet, so I want to check if a user would have any trouble following the older documentation.) While I've not used this program much, one user I know constantly used it for PC-Pursuit, and for connecting with a VAX mainframe computer at work.

### HELP FROM GAMERS?

Neither Charlie, nor I am into games much, yet games are popular disks. Are there any gamers out there who would like to help us out in this area, by play-testing the games we find or receive, and writing up brief descriptions? Let me know, if you're

interested in helping the club this way. And don't forget -- we will always accept submissions for the library. *Preferred* would be programs which you have used enough to know that they're good (i.e., of interest and reasonably bug-free). A *description* of the program would also be most desirable.

### NEXT MONTH -- SPACE!!

We promise! Next month, we will have the SPACE disks listed, and ready for sale.

### MAIL ORDER

The disks may be ordered from the mail librarian. Include the number and title of the disks you want, and send \$5.00 per disk.

### ST DISK LIBRARY LIST APPLICATIONS

**#60\* PUBLISHING PARTNER DISK #4.** This disk has the Hudson and Spokane fonts, as well as Holiday clipart.

**#57 STWRITER.** STWriter 1.75, 2.00 (GEM), docs, ARC.TTP

**#53 PUBLISHING PARTNER DISK #3.** Columbia, Univ\_Roman fonts, font editor docs, picture file converters, clip art.

**#51 FINANCIAL AIDES.** 20 financial programs written in BASIC.

**#49 PM-TO-TS.** Program to convert PrintMaster icons to Typesetter format, plus several icon files.

**#39 PUBLISHING PARTNER DISK #2.** Demo, Helvetica, Times fonts, font editor program (mono req'd), Icon Loader for Printmaster Icons, Icon files.

**#38 PUBLISHING PARTNER DISK #1.** Printer Drivers.

**#19 MICRO EMACS.** EMACS text editor. Also, ramdisk acc and command line processor.

### MUSIC

**#73D DIGITIZED MUSIC 4:** Hot Chocolate

**#56 SONG DISK #2.** 42 Music Studio Songs **#55 SONG DISK #1.** 42 Music Studio Songs **#50 MIDI MUSIC.** CZVOICE, MIDI sequencer, Midisoft demo, 75 Music Studio Songs (ARC required)

**#42D OXYGENE.** Digitally recorded music. (1 MEG required)

**#41D MATTMOOD.** Digitally recorded instrumental. (1 MEG required)

**#40D FOREIGN AFFAIR.** Digitally recorded song.





# ST PD LIBRARY LIST...

(1 MEG required)

## GRAPHICS

- #76 BEST OF GERMANY #2. Tny color pics from Germany, digitized pictures.
- #75 BEST OF GERMANY #1. Tny color pics from Germany, digitized pictures.
- #74D SILVER SPHERE. Shiny sphere above a rotating, checkered field. 1 Meg required, monochrome only.
- #72 ASTERIX. Color slide show based on the comic "Asterix", accompanied by digitized music.
- #71 SPACE STATION. CAD 3D 2.0 animation of a space station. Needs color, 512K to run.
- #69 STAR WARS MONO. CAD 3D 2.0 animation of an X-wing fighter. Required monochrome, 512K (cannot run with accessories loaded.)
- #68 STAR WARS COLOR. Same as #69, but for color monitors.
- #63 STAR TREK. The Starship Enterprise flies in CAD-3D.
- #62 JUGGLER. The ST version of AMIGA's Juggler.
- #60\* CLIP-ART DISK #3. More monochrome files, in TNY format. Also, two more PP fonts.
- #59 CLIP-ART DISK #2. More monochrome files, in TNY format.
- #52 CLIP-ART DISK #1. 32 Monochrome TINY format files. Can be used for Publishing Partner.
- #44 AEGIS ANIMATOR DEMO. Aegis Animator player and several ARC'd sequences (ARC.TTP included)
- #43D ANIMATION DISK # . BallDemo, (glass balls bouncing on a mirror), and an animated cartoon in GFA BASIC (includes run-time module). (1 MEG req'd)
- #34 TINY DISK #5. 16 TINY pictures, Aintro, Grmlin, Ignit, Lizard ...
- #33 TINY DISK #4. 16 TINY pictures, Aintro, Asteroid, Beer, Capitol ...
- #32 TINY DISK #3. 23 TINY pictures, Betty, Bio-chip, Boeing, Dimension ...
- #31 TINY DISK #2. 17 TINY pictures, nudes
- #30 TINY DISK #1. 23 TINY pictures, Alice, Alien, Archon2, Bludragon ...
- #28 SHINY BUBBLES. Animation from Xanth.
- #24 PENTAGON. CAD-3D (1.0). Animation of a pentagon
- #7 GRAPHICS DEMOS. Short demo programs displaying graphics capabilities of the ST. (1985 programs)

## UTILITIES

- #70 UTILITY DISK #4.
- #66 UTILITY DISK #3. DCOPY19.1, disk formatter, disk/file compressor,
- #47 UTILITY DISK #2. ARC.TTP, ARC shells, addressbook, disk fixer, file hider, undeleter, sector editor, directory lister, more.

#27 UTILITY DISK #1. Accessory loader and five accessories (screen printer, disk manager, calculator fortune cookie, tinytools), file comparer, disk drive tests, file compressor, hard disk boot program.

## GAMES

- #46 GAME DISK #5. Megaroids, Wheel of Fortune, Blackjack, Daleks, Azarian, slotmachine
- #45 PUZZLE PUZZLE. A great shareware monochrome game.
- #37 GAME DISK #4. MONOPOLY, Haunted House
- #36 GAME DISK #3. Checkers (acc & prg), maze of caves adv. game, Reversi.BAS, Flight Simulator situation file
- #35 GAME DISK #2. Colossal Cave Adventure, Daleks, Missile Command, Nightcrawlers, Ogre, solitaire poker, Startrek.bas
- #29 GAME DISK #1. Blackjack, clewso, Eliza, Joust (beta test), maze generator, mono pool game, Yahtzee, more.

## LANGUAGES

- #58 MARK JOHNSON'S C. A public domain C language.
- #48 PD FORTH. A public domain FORTH. #9 LOGO SAMPLER. Simple LOGO programs
- #8 C SAMPLER. Simple C programs, includes source and run-time files.

## EMULATORS

- #54 XFORMER. The 8-bit Emulator.
- #26 CP/M. The Emulator for CP/M (arc'd, includes arc.ttp)

## COMMERICAL DEMOS

- #67 ATHENA II. Demo version of a CAD program.
- #61 EASY-DRAW. Demo version of a drawing program.
- #50\* MIDISOFT. MIDI Sequencer Demo (arc'd)
- #17 ZOOMRACKS I. A database using a card-rack analog. By QUICKVIEW.
- #5 4X FORTH. Demo version of the FORTH language, by the DRAGON GROUP.

{ Disk numbers not listed above have either been removed from the library, or are in process of being re-organized and updated. \* indicates that the disk is listed twice. D indicates that the disk is double-sided, and that one megabyte of memory is probably required }



# A FORECASTING PROGRAM TO HELP YOU WIN IN THE STOCK MARKET

BY Eric Jacoves

The Stock market is a gamble for most people unless they have some tools to give them an edge in predicting which way the entire market or their own stocks are going. Now nobody can really predict the future but here is a tool that takes you at least one step beyond the seat of your pants.

A typical market curve could look like this..



The points at the end of each line could represent the close of any stock. The curve actually contains several components including a Trend line, a remembrance of the immediate past and a random component. The Random component masks the trend line which is a graph of where the stock is heading. There are several ways in which we can mathematically smooth out the Random parts of the curve and look at the long term trend, one of these ways is with a moving average. Say that you have the following six points.

4   9   12   8   10   15

If we were to take a three point moving average we would end up with just four points that would be calculated thusly..

$$\frac{4 + 9 + 12}{3} \quad \frac{9 + 12 + 8}{3} \quad \frac{12 + 8 + 10}{3}$$

and lastly  $\frac{8 + 10 + 15}{3}$

This results in the following four moving averages 8.3 9.6 10.0 11.0

The moving average provides a smoother curve than do the raw data values. The moving average is then a Filter to smooth out day to day fluctuations and reveal the underlying trend that describes a process such as the stock market or even the production process of industry.

The real trick is to pick the period of the Moving Average that works best with your particular Stock or Process. If the period is too long then the resulting models will be sluggish and if the periods are too short then the results will still possess a large random component and there is no one perfect period to use for every process. In the commodity world when using daily data a ten or twenty day period seemed to work well, commodity prices are not nearly as volatile as common stocks and a shorter period is in order. After you get the best or at least a good period for the moving average it becomes necessary to tell when the trend curve is trying to tell you something significant or is just going along in a straight line neither going up or down.

We can employ some of the mathematics of Statistics to give us that handle. Many processes are normally distributed, that is although they vary 68 % of all values fall between the process average and  $\pm$  one standard deviation. And fully 95% of all occurrences fall between the average and 2 standard deviations. The 95% lower confidence value is then

average - 2 times S    S - Standard  
Deviation

and the 95% Upper Confidence value is

Average + 2 times S

The range between the LCV and the UCV is defined as the confidence interval and if the daily values fall in this range then the trend line is really flat. BUT if the points of the moving average break through the LCV or UCV then it is an indication that the stock is making a significant move up or down according to which way it is moving. These are signal points for the investor to buy or sell stocks.

Calculating moving averages with varying periods is indeed a pain and if you don't know a Standard Deviation from a Standing Comic then you have been stuck, until now.



This program will allow you to calculate any moving average that you wish. It will then calculate the Standard Deviation based on either the resulting moving average data or if you choose it will use the raw data instead for the calculation. Then the program will plot the moving average or raw data against the S and two times S limits on your ST screen in Mono or Color. The current version works in Medium Resolution on the color screen or on the High Resolution Mono screen.

Whats that you say How do I get the data for the program into the computer??? Not to worry the second program accompanying this article is a Datafile program which will allow you to either create a new data file or add to an existing data file that you started last week.

The program is written in GFA BASIC. This BASIC is much more powerfull than standard ST Basic and doesn't need line numbers which is a godsend to us programmers.

**WHATS THAT YOU DON'T HAVE GFA BASIC.** Shame on you but dont fret. I will provide anyone who wants to use this system with a compiled version that will work with any Atari ST. **THE SOURCE CODE** is in the article for those of you who want to see how it is done. If you ask for it I will also give you a version of the source code that contains a lot of notes which explain what each section of the code is doing and what the variable names represent for all of you that would like to learn how to program in addition to playing games on your machine.

#### TO USE THE SYSTEM

First gather the data from your local newspaper for a few weeks. write down all of the series that you wish to track. When you have 15 or 20 points for each stock and the Dow Jones or S&P values then you should run the **DATAFILE** program which on execution will tell you that it will create a datafile of up to 640 points for you.

It then asks you to tell it if you are creating a new file or just adding to an existing file. I have used the numbers 1 and 2 to signify yes or no to get you used to using the numeric key pad that comes with every ST computer. The program then asks for the data points and you will hit return after each number. When you are done entering the data for that one stock just enter 99999 or five 9's to end and at

time the program will create your new file or append to your existing file.

The computer will ask you for a name for your file and the name may contain up to 8 characters. use the stocks name for stocks or the process name if you are using the program for some physical process. I have limited the file size to 640 points because that is more than enough to tell any tale. After your data files are safely on disk you can run the Stock program for the analysis.

The first thing that it does is ask you to provide the data file name that you wish to use. The program will read the data and tell you how many points that you have in it. It will then ask if you want a moving average. If you say 2 or no the program will use the raw data for the entire analysis. If you say 1 - yes then you will be prompted for the period of the moving average. the moving average will be computed and you will have a choice of which series to use for the calculation of the Standard Deviation either the moving average or the raw data. A 1 selects the raw data while a 2 selects the moving average series. You will then be asked if you have a Mono or Color screen and you had better answer it honestly or the chart will not work properly( heck try it and see what it does yourself) If the number of data points in your graphed series is reasonable (that is can fit on the screen and still be seen) then the program will plot the two confidence intervals and the daily points. It will also draw a line between each point and the average line so you can see it better( The pixel size in the Monochrome screen is so small that you could not see a single point, hence the line). If you have more points than the screen can handle the program will ask you if you have a printer on line and if you say yes (a 1) then the program will print the values of the confidence intervals as well as the raw data and the moving average with a suitable heading. The confidence points do not change but they are repeated on each line to allow you to sight across and see if the variable points cross the limit points. I am working on a version of this program that will plot the results on the printer and will release it when it is done.

**HAVE FUN AND MAYBE YOU CAN USE IT TO MAKE SOME MONEY IN THE MARKET.**

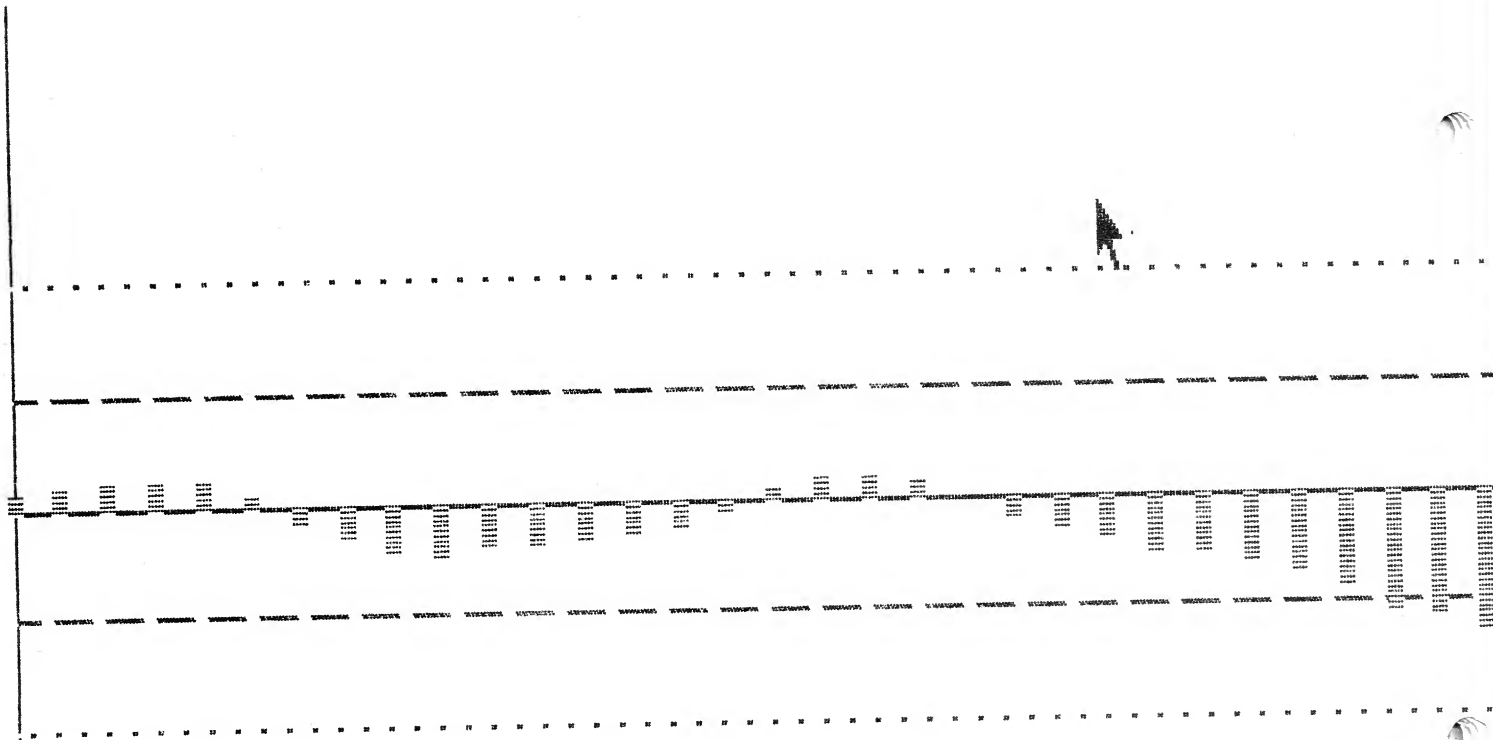
**IF YOU WANT A RUNNABLE COPY OF THE TWO PROGRAMS SEND ME A BLANK DISK AND YOUR ADDRESS AND I WILL SEND YOU THE COMPILED PROGRAMS TO RUN DIRECTLY.** Later it will be put in the Library for now I would like to see if anyone wants it.



After the program draws the graph it will terminate with a messy dialoge box in the center of the screen. You should click on the return box or press return. Then press the function 9 key and this will transfer you to the output screen in GFA BASIC where your graph will appear in glorious color or black and white if you have the Monochrome screen.

You will have a graph that is wider than your screen and if you have a wide carriage printer you can get a printout of the entire graph by pressing the alternate and the help keys at the same time. With an 80 character printer you will get a partial printout with the alternate - help keys. The printer graph version will print the graph sideways so that there will be no limit to the length of the graph.

This version does not annotate the chart but that feature will be included in a later offering as well. This is what the chart looks like with a set of fake data .



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\*\*\*\*\*  
FLEA MARKET RULES  
\*\*\*\*\*

In order to clarify the intention of the Executive Committee in sanctioning the use of the BTL lobby before and after monthly meetings for use as a member flea market we publish the following rules:

1. All flea market sellers must be current JACG members.
2. Space is provided on a first-come, first-served basis.
3. Only ORIGINAL programs with ORIGINAL documentation may be sold in the area of software.

4. Hardware of any type may be sold normally without constraint. The Executive Committee reserves the right, however, to limit the physical size and space consumed by such hardware.

5. Flea market business will be conducted only in the lobby and ONLY when the meeting is not in session in the auditorium.

6. The Executive Committee reserves the right to deny or suspend the privilege of flea market usage to any person, member or not, for infraction of these operating rules.

```

Dim A(640),A2(640),B(640),Dnam$(8)
Rem Forcast program using moving
averages and statistics
Rem By Eric Jacoves
Start:
Nx=0
Print "Data file name please"
Input Dnam$
Open "I",#1,Dnam$
For I=1 To 640
    Ict=I
    Input #1,A(I)
    Exit If Eof(#1)
Next I
Ict=I+1
Print "You have ",Ict,"Data points in
the file, want a moving average?"
Print " 1 = yes      2 = no"
Input Ny
If Ny=2 Then
    Goto Sraw
Endif
Print "What period for the moving
average ?"
Input Nx
I1=1
Iend=(Ict-Nx)+1
Jb=1
Nxm=Nx
For J=1 To Iend
    For K=I1 To Nxm
        B(Jb)=B(Jb)+A(K)
    Next K
    B(Jb)=B(Jb)/Nx
    I1=I1+1
    Jb=Jb+1
    Nxm=Nxm+1
Next J
Calc:
Print "Moving average completed. Do you
want 1= s of Raw Data or 2= Ma"
Input Isw
If Isw=1 Then
    Goto Sraw
Endif
Asqr=0
Sum=0
Bend=(Ict-Nx)+1
For K=1 To Bend
    A2(K)=B(K)*B(K)
    Sum=Sum+B(K)
    Asqr=Asqr+A2(K)
Next K
V=(Asqr-(Sum*Sum)/Bend)/(Bend-1)
Goto Plt
Sraw:
Sum=0
Asqr=0
For K=1 To Ict
    A2(K)=A(K)*A(K)

```

```

Sum=Sum+A(K)
Asqr=Asqr+A2(K)
Next K
V=(Asqr-(Sum*Sum)/Ict)/(Ict-1)
Plt:
S=Sqr(V)
Avg=Sum/Ict
Print "1 = mono or 2 = color
which???"
Input Mc
Cls
If Mc=1 Then
    Fc=200
    Scrn=639
    Send=399
    Lin=200
    If S>5 Then
        F1=10
    Else
        F1=1
    Endif
Else
    Fc=100
    Scrn=599
    Send=200
    Lin=100
    If S>5 Then
        F1=2
    Else
        F1=1
    Endif
Endif
Factor=Avg/Fc
Center=Avg/Factor
Sp1=Center-F1*S/Factor
Sm1=Center+F1*S/Factor
Sp2=Center-F1*(S+S)/Factor
Sm2=Center+F1*(S+S)/Factor
Lci1=Avg-S
Lci2=Avg-2*S
Uci1=Avg+S
Uci2=Avg+2*S
If Ny=1 Then
    If Iend>50 Then
        Gosub Prin(Iend)
        Goto Nxt
    Endif
    If Ict>50 Then
        Gosub Prin(Ict)
        Goto Nxt
    Endif
Endif
Rem Color 1
Defline 1,2,0,0
Plot 20,0
Draw To 20,Send
Plot 20,Lin
Draw To Scrn,Lin
Defline 3,1,0,0
If Mc=2 Then

```

```

Color 2
Else
Color 1
Endif
Plot 20,Sp1
Draw To Scrn,Sp1
Plot 20,Sm1
Draw To Scrn,Sm1
Defline 2,1,0,0
Color 1
Plot 20,Sp2
Draw To Scrn,Sp2
Plot 20,Sm2
Draw To Scrn,Sm2
X=20
If Ny=2 Then
Goto Raw
Endif
Xplus=550/Bend
If Mc=2 Then
Color 3
Else
Color 1
Endif
Defline 1,3,0,0
For I=1 To Bend
Pt=B(I)/Factor
Plot X,Pt
Draw To X,Center
X=X+Xplus
Next I
Raw:
Xplus=550/Ict
For I=1 To Ict
Pt=A(I)/Factor
Plot X,Pt
Draw To X,Center
X=X+Xplus
Next I
Nxt:
Procedure Prin(Top)
Print "Too much data for the screen"
Print "Please turn on your Printer"
Print "Is your printer on 1 = Yes or
2 = No which?"
Input Iptr
If Iptr=1 Then
Lprint "FIRST SECOND RAW
MOVING FIRST SECOND"
Lprint "LOWER LOWER DATA
AVERAGE UPPER UPPER"
Lprint " CONFIDENCE
CONFIDENCE"
Lprint " INTERVAL
INTERVAL"
Lprint
For J=1 To Top
Lprint Using "###.## ###.##
###.## ###.## ###.##
###.##",Lci1,Lci2,A(J),B(J),Uci1,Uci2

```

```

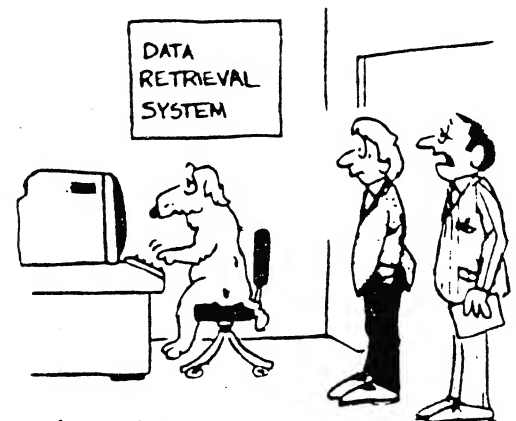
Next J
Endif
Return
End
End

```

```

Rem program to create or append to a
datafile on disk
Dim A(1200),Dnam$(8)
Print "I will create a datafile of up
to 1200 points for you"
Print "what name shall I use for the
file???"
Input Dnam$
Print "is this a brand new file 1=yes
2=no"
Input Ic
If Ic=1 Then
Open "O",#1,Dnam$
Else
Open "A",#1,Dnam$
Endif
Print "OK give me your data one poin
per line"
Print "Enter A 99999 After The Last
Data Point"
For I=1 To 1200
Input A(I)
Exit If A(I)=99999
Next I
Ok:
Iend=I-1
For I=1 To Iend
Print #1,A(I)
Next I
End

```



*"I know he's a retriever,  
but this is ridiculous."*

The Australian Atari Gazette  
(Melbourne)



# FROM THE DESKTOP

BY Linda Peckham

**D**on't ever, never, never trust your precious and fragile computer to your local mover!

Last month, I moved down the road a few miles to a different apartment. I took the disk drives with me in the car, but through some lapse in thought, I allowed the movers to take the rest of the system. (All snugly packed in the original boxes.) Result? A flaky computer that last weekend was constantly responding with eight bombs to the normal boot-up, until it suddenly decided to work ... after I raised the room temperature for other reasons.

The problem is apparently a now-marginal connection somewhere along the operating system roms, as the computer was able to load in the TOS from disk. Unfortunately, the version I have is quite early, and positively dislikes trying to find anything on a hard disk past the first level of folders --

and not even that in the third partition.

The moral of the story, I guess, is be respectful of that board full of traces and chips. Last year, the computer suddenly developed a problem in formatting disks. Mentioning this at Gemini Computers, it was suggested that I raise the left end of the computer and then drop it, to reseal the ROM chips that had probably worked loose. I did so, and the computer worked again. But I have read since then, that this maneuver is not to be recommended. The CPU board is fairly inflexible, and such shocks will shorten the lifetime of the computer. So, if the computer suddenly becomes erratic, don't drop it! Take the computer apart, and press all the socketed chips down by hand.

If you do take the computer

apart, I would also recommend that you not remove the keyboard connector from the CPU board, if at all possible. The keyboard communicates with the rest of the system through a set of wires or a ribbon cable, which ends in a 16-pin connector. It is easy enough to pull the connector apart -- but putting it back together can be very trying! It's a tight squeeze, as it fits on through the shield, and you can break one of the pins. (I did.) The ribbon cable/wires should be long enough to ease the keyboard and the shield away from the board without disconnecting, so don't do it, if not necessary. (This applies only to the 520ST -- I don't know what the situation is on the 1040ST or 520STFM is.)

## P<sup>3</sup> IS COMING!!!

Publishing Partner Professional, otherwise known as PP 2.0, or P3, is finished!! According to Charlie Miller, SoftLogik is planning on shipping the first packages about the third week in February. Upgrades will be available for registered owners for \$50 -- but only for those who register by April 1, 1988. After that, the upgrade price is \$99. The list price for P3 is \$199.95 for 2.0, while the 1.x remains in production, dropping to \$89.95. (The latter is the rumored price, and not confirmed.) If you are a registered owner, and have a

**ALOUA-UP**

**A B C D E F G H I J K L M N  
O P Q R S T U V W X Y Z 0 1  
2 3 4 5 6 7 8 9 . , ! " " "**

Figure 1. The Block-up Font uses capital letters and numbers, and some punctuation.





credit card (Visa or Mastercard), you can call SoftLogik to have the upgrade shipped to you. The number is 314-894-8608.

Needless to say, I'll be calling them up myself. As soon as I get the new program, I'll start playing with it (as I have time, anyway), and one of the next columns will be devoted entirely to it. Among the new features, which I haven't listed before, will be the ability to import Easy-Draw files, and GEM format .IMG files. Support for importing First Word, Word Perfect, and Write (?) files, with the attributes (underline, boldface, etc) intact, will also be present. (I didn't see STWriter on the list, unfortunately.)

### Banner Fonts

The commercial font editor is apparently being used by a few people. From GENie, I recently downloaded two fonts, both courtesy of a user named Tom Marvin. Block-Up and Keyboard are both "display" fonts, that is, meant to be used for titles, posters and such. Figure 1 and Figure 2 give samples of the two fonts. Notice that capitals only are available. Also, the Block Up monochrome screen font is virtually illegible, and I imagine that the color screen font is equally so. So, when using this font, you may want to type the title or message in

one font, and then select that text, and change to the Block-Up font.

### IMG Scan

I haven't had time to sit down and use the new files for

manipulating the raw data from the Seymor-Radix image scanner. Maybe next month ...

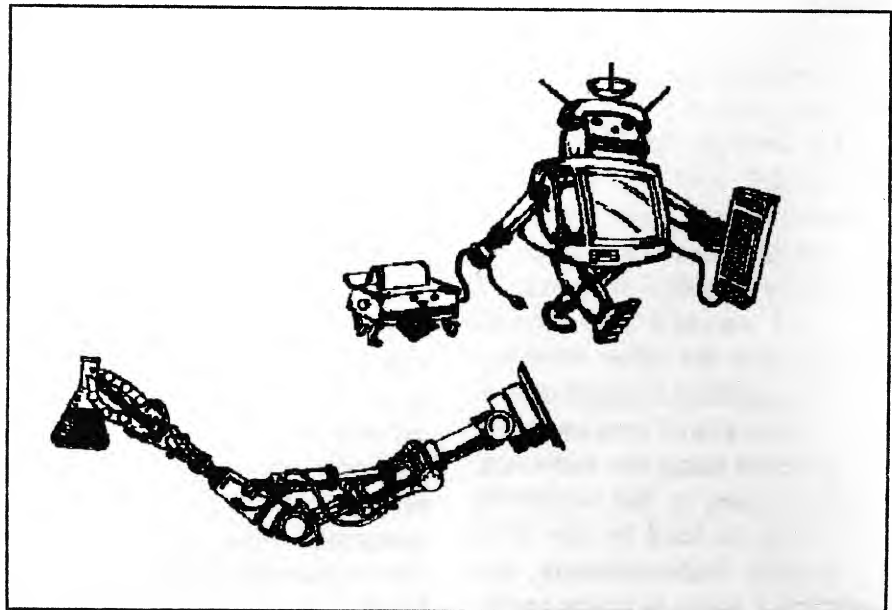
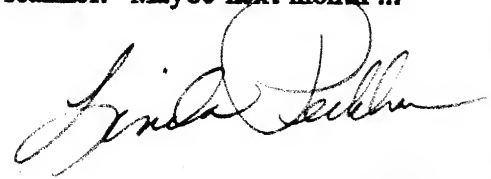


Figure 3. This is from the Hi-TECH files, .TNY file #5.

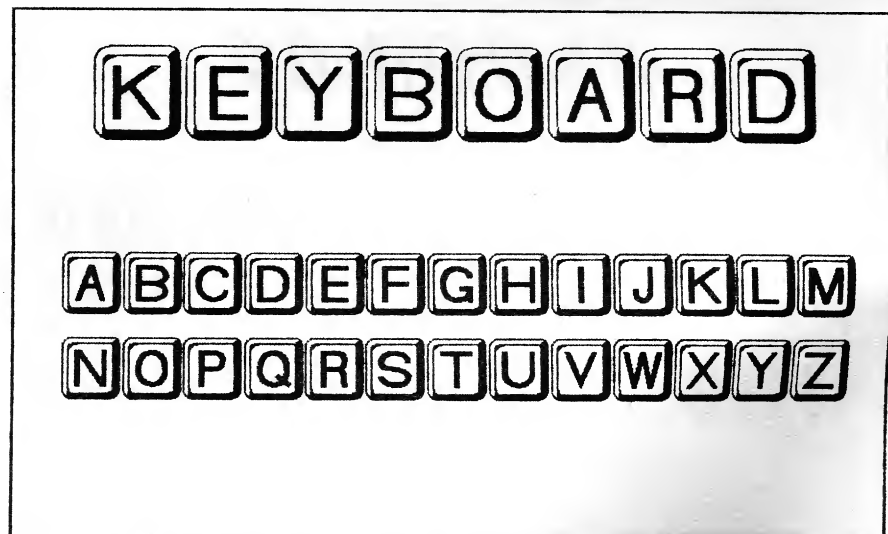


Figure 2. The Keyboard font uses only the capital letters.

## JAY'S PERCH

J. Abrams - JACG

SUFFICIENT QUANTITY HAS A QUALITY ALL  
IT'S OWN- V.I. LENIN

Lenin was probably talking about the military when he made that statement, but in the world of micro-computing quantity does change the game witness the arrival of megabyte scale memory. In peripheral storage nothing better illustrates this than the CD-ROM and for Atari, 1988 is the year of the Compact Disk.

I spoke to Mike Schmal who heads the Atari CD-ROM effort. On the phone Mike sounds like my idea of the ultimate California whiz-kid. He's very enthusiastic about Atari and feels that the new Atari incorporates the best people from the old Atari and Jack Tramiel's Commodore. Mike was responsible for the ROM chips used in both the ST and the Mega ST computers. Mike was remarkably open about Atari's CD-ROM program which is even more ambitious than is generally known.

The Atari CD-ROM play is a dual mode CD player: it can handle both music and data. Disk capacity is 540 Meg and Atari has said it intends to sell the player for \$599.00 retail. At this point development is focused on the disk operating system which will use many BIOS and XBIOS calls to the ST's ROM chips.

One of the most important design goals in the operating system will be MS-DOS compatibility. In the IBM world the CD-ROM format was established by the High Sierra Group. Atari is essentially porting over this format for its player. Further, the lab is working on a board for PCs that will permit them to use the Atari player.

Atari is designing the most versatile player possible with current technology. According to Mike, the player will be able to read both audio and data from the same disk. The information is transferred over the ST DMA port at regular 128 kilobyte rates. Where CD designers run into problems is locating the information. The processes of preparing the data for the disk is, in Mike's phrase, "a black art". The usual directory and subdirectory structure of magnetic disks are insufficient for the gigantic library stored on any one disk. One consequence is the program to find data can be almost as big as the data itself. If this stage isn't done right, the user can wait "forever" even though the data transfer might be as fast as a hard disk.

Another problem is not technical but is nonetheless important: the images that appear in many books may not belong to the publisher. This and not technical reasons is why the current Groliers electronic encyclopedia doesn't have them.

While 540 Meg is a lot of information, data compression and animation techniques will effectively squeeze even more onto the disks. For example, in a given animated sequence the disk might hold only four screens while animation software would fill in the missing screens.

At this point the player's hardware is stable. In the month of February Atari intends to start shipping players to different vendors. The player will be the centerpiece of Atari's effort at the March Microsoft CD-ROM show in Seattle.

As will be seen in my next column, Atari is in an unusually good position to exploit this technology and to carry on beyond CD-ROM.



## What's going on in Amiga World?

Paul Machiaverna - JACG

Have you ever noticed that COMPUTE!, Byte and most other multi-brand computer magazines are quick to find the problems and bugs in Atari computer, while it seems that the Amiga is getting the praise? More comparisons have been made between the Atari ST and the Amiga than any other I can remember. Anyone who reads the magazines mentioned above is probably tired of all the big eight page spreads the Amiga gets. But, the Atari ST is lucky to get two! Why? Why is there such disregard for the ST? Could it be that the ST really is a machine with loads of problems? Is the Amiga a perfect computer which stands high above the ST? Well, I bought a copy of 'Amiga World' to see what it had to say about the 'incredible' machine.

Let me first start off here by saying that I hate reading comparison articles. This is not such. I simply wanted to see what the Amiga users are reading. Comparison articles place all the emphasis on the old, childish "My computer can do this better than your computer can," and "But my computer can do that better than yours," etc., etc. Very boring! So, let me simply explain what the Amiga users have been reading.

The issue of Amiga world I bought was the February 1988 edition. On the cover there was the headline, 'Bridging the Gaps, Amiga-IBM: Compatible at last!'. I'm a user of the great pc-Ditto IBM emulator on the ST and this seemed the perfect article to read, as well as make an evaluation of the magazine overall. I turned right to page 20 to read the article on IBM emulation on the Amiga. Here it stated that this was the third attempt to make the Amiga run MS-DOS programs. But, wait! This is a plug in board which fits inside the Amiga. Retail price? \$699! This board comes with 512K RAM, the real Intel 8088 microprocessor, and a 5 1/4" disk drive. Bundled with this system is a copy of DOS 3.2, GWBASIC, and other utilities. The compatibility of the system is good. The drawback here is that the Amiga screen updates are slow and you really can't play any high action games. Now, why was pc-Ditto ripped apart in COMPUTE!?

After the IBM emulator article, I flipped through the pages of Amiga World and went over to the reader's letters. And there it was. Real questions about the problems on the Amiga. Yes, all computers do have problems and bugs and the Amiga is surely not an exception

to reality. No computer ever made was totally bug proof. So, don't think that Atari computers are the only ones which are criticised. It simply depends where you read. Why do magazines pull out every bad aspect of the Atari

ST, when they tell all the good about the Amiga? Let's face it. Commodore does a lot more advertising than Atari when it comes to their computers. Magazines have to support those who support them. If you read an Amiga specific magazine then you can get the objective material you should be getting in the multi-brand magazines. Remember, it is assumed that most people who will read Amiga World are owners of the Amiga. Many readers of COMPUTE! and Byte are looking for guidance in selecting the right computer. There is a bigger profit margin to be made from Amiga computers as compared to the ST. This is why stores like 'Games and Gadgets' and 'Electronics Boutique' have dropped the Atari hardware line.

My point to be made here is that I'm tired of the multi-brand magazines ripping apart the ST just because the high profit margins aren't there. The Atari ST has proven itself to be a fine performer to its users. Note that the ST is the number one computer in Europe. Why? Unfortunately, the American public likes to see fancy displays, fancy commercials, and salespeople who make up their minds for them. We are afraid that if the advertisements are not shoved down our throats, then we must have made the wrong choice. But, I feel that we Atari users are the smart ones. We realize that fancy advertising campaigns and patronizing salespeople cost money. We rather keep the price low. We don't need someone else to convince us that we made the right choice and boost our egos. I personally have survived five years of criticisms and arguments attacking my Atari machines. The magazines seem to do nothing but support those attacks. Do yourself a favor. Realize that the Amiga has its problems as well as the ST, as well as any other computer. I say this to the new ST owners so that you don't do something foolish like dump your machine just because some paid off magazine writer will get a bonus from praising the Amiga and bombing the ST. I end this article by saying, Happy Atari Computing!

## NEWSLETTER NOTEBOOK

J. Hicswa - JACG

Procedure for saving JACG NEWSLETTERS in 2-3 hole notebooks:

- 1) Punch holes through entire NEWSLETTER.
- 2) Remove staples.
- 3) Open to centerfold & cut along middle seam.

Shift punch 1/4" up or down to position alternate issues higher or lower than previous editions for easy flipping. Use cellophane tape over torn holes and repunch if reinforcements are not available.

## Letter to the Editor

January 25, 1988

Mr. David B. Noyes, Editor

Your editorial in the December issue caught my eye and I had planned on replying to it, but because of the holidays, etc., I forgot about it. The January issue just arrived which contained an article by Paul Machiaverna ("Irony in the Computer Market") with a similar message. This reminded me of my original plan, so I am now replying to both articles.

I was a "faithful Atarian" for a number of years, and have been a member of JACG since about 1982. At that time membership was growing at a tremendous rate, so much so that there was serious concern about being able to accommodate everyone at the Bell Labs auditorium. There was a constant stream of promises from Atari about new products that were on the drawing boards which would upgrade the machines for more powerful business applications, compatibility with the then quasi-standard CP/M OS, so on and so forth.

However, Atari produced mostly vaporware. I am still waiting for some 80-column device (board, monitor or whatever) to improve the Atari's word processing capabilities. So many other products have been promised but never delivered that I have lost count.

The Tramiels are reading your "rah rah Atari" editorials and laughing all the way to the bank. What has Atari ever done for us? Has it ever considered its established user base in developing new equipment? Has it ever attempted to make its products compatible with anything else? Heck no!

When the XL's were developed, they needed a translator disk in order to run 800 software. The 130 XE was a feeble attempt at upgrading the RAM capability. Its memory-banking configuration system is so awkward that aside from Atariwriter, I know of no other program which uses this additional RAM.

The ST line, an obvious Macintosh clone, is different enough that it won't run Mac stuff nor eight-bit software either. Even the 1040 disk drive was designed with the ridiculous "density-and-a-half" to make it totally incompatible with anything else in the universe!

Atari has never nurtured third party developers either, being so greedy that it wanted to keep the best selling software for itself, like it did with its 2600 machines back in the Age of Video Games. I read that when the ST line was being developed, Atari actually had the nerve to charge software developers a fee for manuals and other information on its operating system.

Mr. Machiaverna points out that the ST comes with many features which are expensive options on the Apples and IBMs, suggesting that this has always been the case with Atari equipment. I disagree. When I bought my

original Atari 800 way back in 1982, I paid a "Crazy Eddie deal price" of \$2,000 for the computer, an 810 disk drive, 950 interface, Epson FX-80 printer and Letter Perfect word processing software. My main justification for buying the system was for word processing in my job (writing for a trade magazine), so I soon discovered that in order to facilitate this application, additional components were highly desirable. Eventually, then, I purchased a second disk drive (a double-density Rana for \$300+), a Microstuffer 64K printer buffer (\$150) and a modem (Novation CAT, 300 baud - \$150+).

This represents an investment of more than \$2,600 with only one piece of software! Over the course of the next several years I purchased literally hundreds of programs--95% of which were games because that seemed to be the primary type of software being developed. Oh, sure, there were a couple of databases, a graphing program, some modem software and a few other miscellaneous items introduced, mostly translations from other systems.

Don't get me wrong, I love games just as much as any other 46-year-old kid, but I also need to use the computer for business applications.

Again, I have to say that the reason these business applications never materialized for the Atari is because of the greed of the company's management who didn't want to share the wealth with third party developers. The Atari's got the reputation as game machines because, really, that's all they were fit to do. Business applications were extremely difficult to perform because you had to use all sorts of translators and conversion programs to go from, say, word processing to modem transfer, or from spreadsheet to word processing, etc. In the meantime, Apple and IBM were stroking the business community and encouraging third parties to come up with new and exciting ways to use the computer in a non-game environment.

In the face of impressive strides being made in the PC marketplace--the XT's, AT's and 386 machines, all offering reasonable software compatibility and respect for the established user network--I continued to struggle along with my Atari. Outwardly, I was very vocally pro-Atari, quick to tell non-believers that it had capabilities far beyond just games. Secretly, however, I was becoming very envious of what I saw being developed for the PC world and not available to me.

Eventually, both my disk drives started to show their age, and because Rana is out of business, I knew it would be next to impossible to get it fixed. The 810 is also an antique. I was therefore faced with some hard choices. Being totally frustrated with the lack of new business

software or hardware upgrades for the Atari, I felt that repairing the drives would only be pouring good money after bad.

What were my other choices? The first which came to mind, of course, was to buy an ST system. It certainly seemed economical and had "great graphics." However, when

I analyzed the available software, I discovered that there really isn't that much there for business applications, and a large portion of the games are just translations from the 8-bit machines (granted, with better graphics). Similarly, many of the business applications are translations from original PC or Macintosh programs. There is some hardware upgrading (hard disks, etc.) available, but on a very limited basis and by third party firms who may or may not be in business in a year or two (a la Rana).

Based on the "vaporware" history of Atari, I knew I couldn't expect any long-term support for my future needs. Consequently, I began to look at alternatives and soon discovered that there are many IBM-compatible systems available in the same general price range as a full blown Atari ST that offer a lot more than just sound and graphics.

The bottom line is that I purchased an IBM XT clone, which is admittedly outdated technology, but which offers a wealth of business software that is incredibly more powerful and convenient than I had been laboring with on the Atari 8-bit. I purchased a system with a 30-meg hard disk and DD/DS floppy drive, 640K of RAM, color monitor, 1200 baud Avatex modem, Microsoft bus mouse and 24-pin dot matrix NEC printer for the same \$2,600 I paid for my Atari 800 system! It also came with a very impressive word processing program, including spelling checker, which the original Atari Letter Perfect program didn't have (Spell Perfect was introduced several years after Letter Perfect and was as awkward to use as the rest of the Atari business systems. Its limitations include only checking words of three or more letters, and its list of words is only about 10,000, compared with 80,000 to 100,000 or more available with popular PC word processors.).

What a difference! My new system is incredibly more convenient for word processing and other business applications. I have a desktop publishing program which enables me to do a PTA newsletter with style. Lotus 1-2-3 is head-and-shoulders above any "Ataricalc" and I have a tremendous universe of existing software and hardware for my future requirements. The "open architecture" of the system makes it possible for me to upgrade the hardware to the newest technology if I ever want to, without having to scrap everything as would be the case in going from the Atari 8-bit to the ST.

Using the Atari for business applications was an exercise in "Rube Goldberg," having to mix and match all sorts of things to get the job done. Atari will always be

that way as long as it insists on maintaining its "proprietary" architecture. Its reputation as a game machine is deserved--it has never tried to pull itself out of that niche. As a matter of fact, its latest TV advertising campaign doesn't talk about its newest and most sophisticated equipment. Instead, it's aimed at the Nintendo set, hawking the XE game machines--which are just the old 600's in new clothes. And, are you ready for this: they even have a keyboard to play disk games! WOW!

I believe it is time that we Atarians accept our game machines as just that and not try to make them more. I convinced a number of friends to buy Ataris during my period of misplaced loyalty, alienating them to a certain extent because I gave it credit for being able to do more than it actually could. We should re-examine our loyalties and not be misled by some flawed need to support the underdog which Atari management has used for its own gain. "You can't make a silk purse out of a sow's ear."

I haven't thrown my Atari away. It's still set up right next to my IBM clone. When I want to play games, I turn on the Atari. When I want to get serious, I turn on the business computer.

George Schultz  
JACG Member #0122

Note: This letter was originally composed on IBM PC clone word processor, then uploaded via an integral terminal program to an Atari 130 XE in order to make it an Atariwriter file which the JACG Newsletter uses to format its page layout.

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## Oh! Pascal!

Paul Machiaverna - JACG

Pascal is one of those computers languages that a lot of people heard about, taught in many schools and colleges, and just happens to be a really good method of writing programs. Pascal has become very popular on the Atari ST machines with the introduction of Personal Pascal from OSS (Optimized Systems Software). Other software vendors have produced Pascals for the 8-bit machines as well. But, one thing in common among these versions of the Pascal language is that the manuals supplied are only reference guides to the experienced programmer and do not serve as a tutorial. I learned Pascal by taking two semesters worth of courses on the language in college. But, I still wanted a book which would be much more descriptive and give detailed solutions to programming problems than what the course textbooks offered. One of the books the OSS Personal Pascal manual suggests for teaching Pascal is Oh! Pascal! by Doug Cooper and Michael Clancy. I finally found this book recently after searching for it for over a year. This article is a review of the newer second edition of the book.

Oh! Pascal! is a book for beginners and experienced programmers alike. Not only does it teach the Pascal language, but it also teaches structured programming and problem solving. The emphasis in this book is to get you thinking exactly about what you are required to do when given a programming objective. Many books published on the subject of computer languages place too much emphasis on the syntax and reserved words of a given language without discussing the purpose of programming: the logic approach to solving a problem by use of an algorithm. Oh! Pascal! gives extremely well detailed explanations to all approaches taken to solving problems and line for line comments about each source code instruction. Even to the extent that some readers may find the early chapters of the book patronizing. However, it is intended to serve as a course text book as well as a source of information on problem solving in Pascal.

This book is written in light, easy to read language. There are pictures and even a passage from an Abbott and Costello act to present the parallel between Pascal, problem solving, and the real world. You will not get the feeling that you are learning some cryptic language which has no connection to real applications. You will also not find yourself searching the glossary every five seconds just to figure out what they are talking about. Excellent examples are given of problem solving. You are walked right through each and every step of the way. Then there are test questions presented at the end of the topics and chapters to allow you to test what you have learned.

Oh! Pascal! is an excellent choice for anyone wanting to learn Pascal or just looking for algorithms. Combine

this book with Personal Pascal, or other versions on the 8-bit, and you will be programming at a level that you thought only professional programmers were capable of accomplishing. Oh! Pascal! is published by W. W. Norton & Company, New York and London. Doug Cooper and Michael Clancy deserve a lot of recognition for a job well done. I only wish I had found this book much sooner!

## Noise from Noyes

D. B. Noyes - JACG

### Mini-Review:

BATTLEZONE tm  
\$15.95  
ATARI Corp.

Having the 2600 version, which I have enjoyed very much, I had high hopes that the XE Video Game Cartridge would, through the additional RAM of the XE machines, be even better. Sorry...better? Not even as good. The graphics are MUCH inferior (outline and stick representations) in the XE version. This was an immediate "turn-off" for me. BASIC and Player-Missile Graphics would probably have produced a better game. I suspect that BATTLEZONE tm was a "rush to the market-place" item in order to provide a greater variety of available "software" for the XE "Game Machine". Save your money...it's definitely not worth it!!!

### Mini-Review:

Star NX-1000  
Multi-Font  
printer  
Star-Micronics  
\$199.95

Recently purchased this printer to replace my PANASONIC KXP-1090. The primary reason for purchase was to attempt to upgrade printing capability for the NEWSLETTER. Built-in NLQ fonts, and the capability to upload fonts to the printer; plus a unique ability to maintain sprocket-fed paper in the printer while utilizing single sheets were the major determinants of my decision to purchase. The fact that the DIP switches were readily accessible (they are not in the PANASONIC), and increased printing speed were additional pluses.

The NLQ (near-letter-quality) fonts are indeed very good. Uploading of fonts gives me an almost infinite variety of fonts to play with. However, with the exception of the built-in NLQ fonts...the printer output is more on the greyish side when compared to the PANASONIC. I have been unable to improve upon this. I can recommend the NX-1000 for NLQ...but unless someone can come up with a way to print such things as PRINT SHOP tm icons in black & white as opposed to grey; I cannot recommend the NX-1000 for graphics. Two strikes this month!

## Guest Editorial

by John Nagy

reprinted from Michigan Atari Magazine, Nov '87

### Burn-Out

1. Only people who burn can burn-out. The occasional volunteer (Oh, to be able to keep my hands in my pockets and my words in my mouth!) somehow knows his/her limits and can say NO when it is appropriate. Others are habitual doers that just can't let things slide.

2. Real doers can't just do one thing for a club. The Disk Librarian becomes the Sysop/Disk Librarian, and then the President/Sysop/Disk Librarian. The Treasurer adds the Publications Librarian duties. The editor becomes the Vice President (or vice versa! - Ed.). Fewer and fewer people end up doing more and more.

Condition two has several results:

3. Things get DONE. Prosperity and movement mark the early stages of the consolidation of jobs in the small, active, responsible, enthusiastic group.

4. "Regular" members get used to watching the progress, usually quite pleased at the results. They volunteer less, since after all, the doers know what needs to be done, and are doing great.

5. The doers get used to making decisions for the group. It is only natural that the ones doing the bulk of the work should determine not only how to do it, but what to do next. In fact, the "regulars" will encourage the doers to use their own judgement, and not bother them with trivial votes and the like.

6. More praise and recognition is given to the doers for remarkable accomplishments (this is addicting-

Ed.). The doers realize that they individually are making the club a success. At about this point, practices within each division of activity are becoming familiar enough to become ritualistic.

7. What were once exciting challenges become everyday duties for the doers. The thrill may be gone, but it is replaced with pride and confidence.

8. Eventually, the constant run of duties becomes a perceptible drain. Tasks that once kept the doer up all night in a creative frenzy now wait for a night with nothing really good on TV. After all, this is a volunteer job, right? And who really cares anyway?

9. Things slow down for the club. Some things go out late. Some things never happen at all. The doers get mad because nobody seems to want to help. The membership isn't used to having to help. The "regular" membership isn't pleased with being bawled out for being "regular" members.

10. Stirred by the bawlings and seeing an opening, some new people come into the ranks of the doers, eager and inexperienced. The doers have little patience with this, and even less interest in changing anything from the way they have developed so successfully.

11. Resentment becomes the new bylaw of the organizations. Doers think they are being pushed or replaced with incompetent newcomers, or else they think that nobody cares about what they are doing enough to become

involved. The new doers get disillusioned by the resistance from the old doers and either revolt or retreat. The "regulars" begin to drop out, because they see no movement, because they dislike the "elitist" attitude of the officers, or in order to avoid being assailed by the doers. They either form their own new club (which rarely lasts more than a year), or drop out of users' group involvement all together.

Finally,

12a. The original doers resign, disappointed to see that the support "just wasn't there anymore" for what once was, after all, a GREAT club.

and/or

12b. The club folds up.

Now this scenario sounds pretty grim, but it is and has been the fate of a number of our sister clubs, not to mention many other non-computer organizations. It isn't always this way, of course. We have the power to recognize ourselves in one of these stages, and redirect ourselves to a different outcome (what stage do you think ACEC is in? - Ed.).

I think I have spotted a singular common indicator of imminent burn-out: when an officer simultaneously complains about too much to do, but refuses to allow others to help in their own way. That's stage 9, or

perhaps even 10, and the end may be near.

Not everything needs to be going smoothly in a club.... Not every project has to be a roaring success.... Not every owner needs to be in the club for the club to be an active, fun and profitable part of every member's life.

None of this should be taken as a discouragement to people who have and will put massive efforts into their clubs. Without them, the really great things that some of our Atari clubs have accomplished would simply never have happened. But beware of courting burn-out. You may burn more than yourself.

*(Please remember, this article was NOT written specifically about any particular group, but simply records some of Mr. Nagy's impressions. I was struck by the resemblance of some of his observations, however. I leave it to you to draw your own conclusions, and to determine what (if anything) you think should be done. - Ed.)*

This article was reprinted from FUJI FACTS, the Newsletter of The Atari Enthusiasts of Columbus, January, 1988 issue. I think the tenor of the article germane to ANY group; be it religious, fraternal, educational, recreational, etc.

ed.

## ----- THE AC CONTROLLER

R. Knoblauch - JACG

Ed. Note: Due to space limitations-the schematic for the AC Controller will appear in the next (March, 1988) issue of the JACG NEWSLETTER.

I have combined electronics with computers to design a program controlled interphase that can turn lights, fans, televisions, radios and other household appliances on and off at any time the program user chooses. A demonstration of this program was given at the December 12 meeting of the JACG. The program controls the AC Controller which I built to control almost all AC voltage that is used. Only a small change in the controller circuit is needed for different applications.

For an induction load (fan, motor, relay, etc.) R2 will have to be changed to a higher value. (See Schematic.) For a high wattage the triac will have to have a heat sink and/or be rated for a higher value. The LED is used to see what is going on without having the AC connected. The LED also helps in trouble shooting. The following is a list of parts used for the AC Controller:

PARTS LIST				
RADIO SHACK CAT. NO.	DESCRIPTION	type	Qty.	
276-1802	Hex Inverter	IC 7404	1	
IC1				

276-1020	Triacs	-----	4
T1			
276-134	Optocoupler	IC MOC3010	4
IC2			
271-1313	Resistor	220 OHMS	4
R1			
271-018	Resistor	390 OHMS	4
R2			
276-1622	20 Assorted LED	LED	1
PACKAGE D1			

Warning: A person who is not experienced in both electronics and computers should not attempt to build this circuit. Miswiring the circuit can blow up the computer.

The computer's method of talking to the AC Controller is identical to the method that was used for the Platform Robot that Doug Van Hook and I demonstrated last year.

This is the poke command to change the joystick 0 from input to output:

POKE 54018,56  
POKE 54016,15  
POKE 54018,60

Whatever is poked in this location sends a binary number out to the Controller: 54016.

This is the program that was demonstrated on December 12: 5 REM This program will only work on 3 triac; the 4th one was never added.

6 REM Pressing 1, 2, or 3 will turn that one on.  
7 REM Pressing 1, 2, or 3 again will turn that one off.

10 POKE 54018,56

20 POKE 54016,15

30 POKE 54018,60

40 P1=54016

45 POKE P1,0

50 TRAP 50

60 INPUT A

70 TRAP 40000

80 IF A=1 THEN 150

90 IF A=2 THEN 250

95 IF A=3 THEN 350

100 GOTO 50

150 X=PEEK(P1)-240

160 IF A1<>1 THEN POKE P1,X+1:A1=1:GOTO 50

170 IF A1<>0 THEN POKE P1,X-1:A1=0:GOTO 50

180 GOTO 50

250 X=PEEK(P1)-240

260 IF A2<>1 THEN POKE P1,X+2:A2=1:GOTO 50

270 IF A2<>0 THEN POKE P1,X-2:A2=0:GOTO 50

280 GOTO 50

350 X=PEEK(P1)-240

360 IF A3<>1 THEN POKE P1,X+4:A3=1:GOTO 50

370 IF A3<>0 THEN POKE P1,X-4:A3=0:GOTO 50

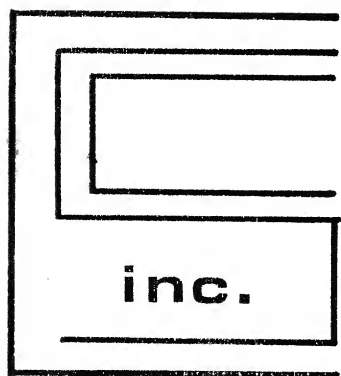
380 GOTO 50

450 X=PEEK(P1)-240

460 IF A4<>1 THEN POKE P1,X+8:A4=1:GOTO 50

470 IF A4<>0 THEN POKE P1,X-8:A4=0:GOTO 50

480 GOTO 50

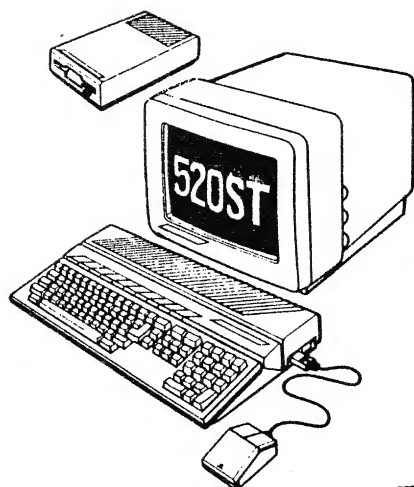
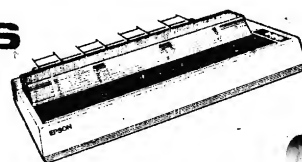


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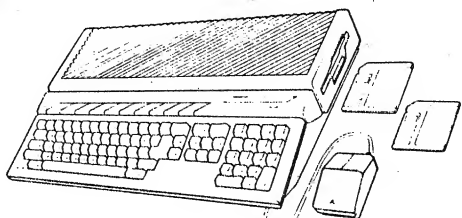
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